

- Tents & Camps: Often Inseparable
- Camps VERY Expensive to Build
- Camps VERY Expensive to Operate
- Camps Can Become Cities
- Tents Typically Not Large Enough
- Good Tents Expensive
- Pre-fabs Often More Expensive
- Winterizing Still a Costly Challenge
- Local Options Familiar/Modest Cost

Damage is Not Spelled

N-E-E-D...

(You cannot divine needs from rubble!)

...and

Need is Not Spelled

D-A-M-A-G-E

(The home's fine, but you may not be!)

...and

Need is *Definitely* Not Spelled

C-A-M-P, T-E-N-T, OR P-R-E-F-A-B

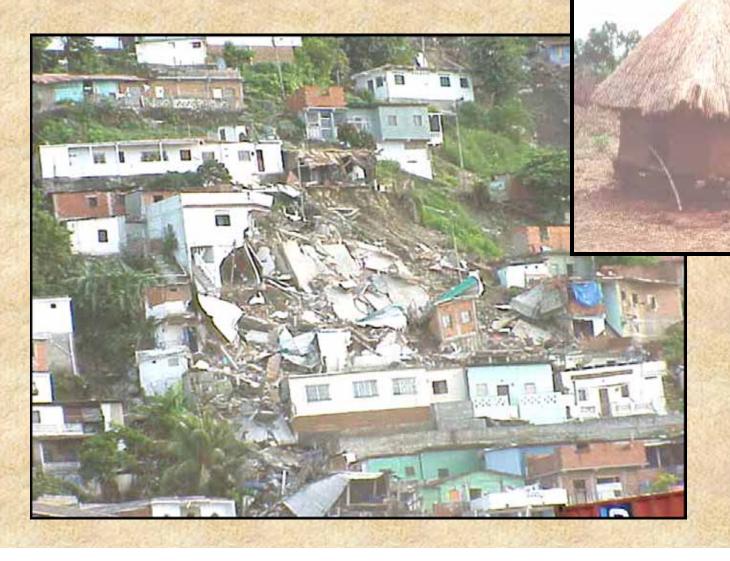
CONCEIVING THE SECTOR: Ambulance Chasing...



Part of a Damage Profile??



Damage Profile?



Damage Profile?

